

PBAs - Just Do It!!

with Joe Beasley, Krystle Demas, Beth Ferguson & Jennifer Gates

Performance Assessments from the Classroom Teacher's Perspective



http://tinyurl.com/hozwnj6



Non-Traditional Assessments

Please write questions, comments, and/or concerns on the *Padlet*. Use the QR code or link to post.

http://tinyurl.com/zdtwf8o





Rotation and Revolution Quick Fire



Design Briefs & Rubrics

Wild About the Water Cycle Design Brief

Background:

Water is constantly moving around us each day. We don't just experience the water cycle in rainstorms. It is in the air and flowing by us in rivers and streams. Over the past few weeks, you have studied the processes of evaporation, condensation, precipitation, and accumulation as well as the role the sun plays in the water cycle. In addition, we have witnessed portions of the cycle in progress.

Design Challenge:

Today, you will be creating a small scale, working model of the water cycle.

Criteria:

Your model must:

- -represent a natural environment
- -contain an isolated water source or reservoir
- -include at least 4 additional natural features
- -display the water cycle in action
- -contain and support plant life for one week





Materials:

- -1 rotisserie container or clear plastic container
- -Mother Nature (for plants and natural features)
- -supplies in our classroom STEM boxes
- -water from rain barrels in the courtyard

Tools:

-scissors

-writing utensils

-small,shovel

Time Frame:

3 hours (planning, creating, reflecting)
One additional block for presenting





Rubric: Wild About the Water Cycle



Criteria Assessed	No Evidence	Attempts to meet criteria shows limited understanding	Meets some criteria with room for improvement	Meets most criteria with room for improvement	Meets all criteria
	0	1	2	3	4
Guided Portfolio					
The student brainstormed prior knowledge.					
The student restated the problem in his/her own words.					
The student created and labeled a sketch to use as a "blueprint."					
The student included notes about problems that occurred and their solutions.					
The student evaluated the design and reflected on the process.					
Structure criteria					
The model accurately represents a natural environment.					
The model contains a water source or reservoir.		X	X	X	
The model contains at least 4 additional natural features.					
The model displays the water cycle in action.					
The model contains plant life.					
Oral Presentation					
The student speaks clearly, using appropriate volume and pitch.					
The student faces their audience while presenting.					
The student uses clear and specific vocabulary to communicate knowledge of topic.					

Water Cycle Guided Portfolio

Wax Museum



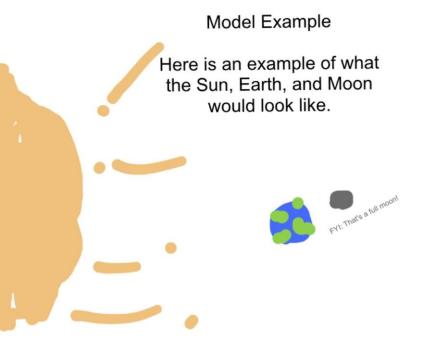


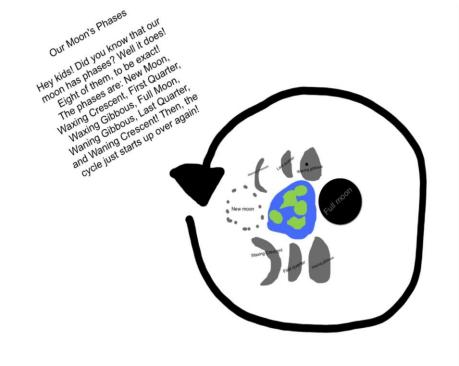












All About the Moon- Children's Picture Book



Minecraft Literature Circles





Maps of Virginia

Economics Assessment

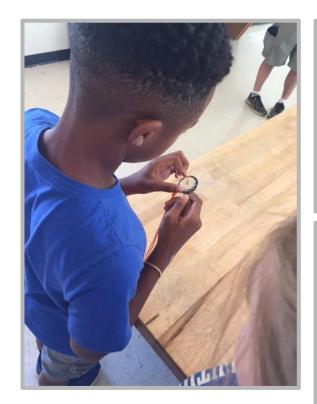




Kindergarten Example



Orienteering and Map Reading











Skits for Civil Rights





Do you know your planets?





Geometric Transformation Assessment

Misconceptions

I love the idea but what about the standards? How can I be sure that each child masters the content?

This is in addition to teaching the content? I don't have time.

I have limited access to technology.

My students don't know how to do this task.



Benefits

Allows for various entry points to the task

Captures a more complete picture of what a student knows and can

do

More engaging for students

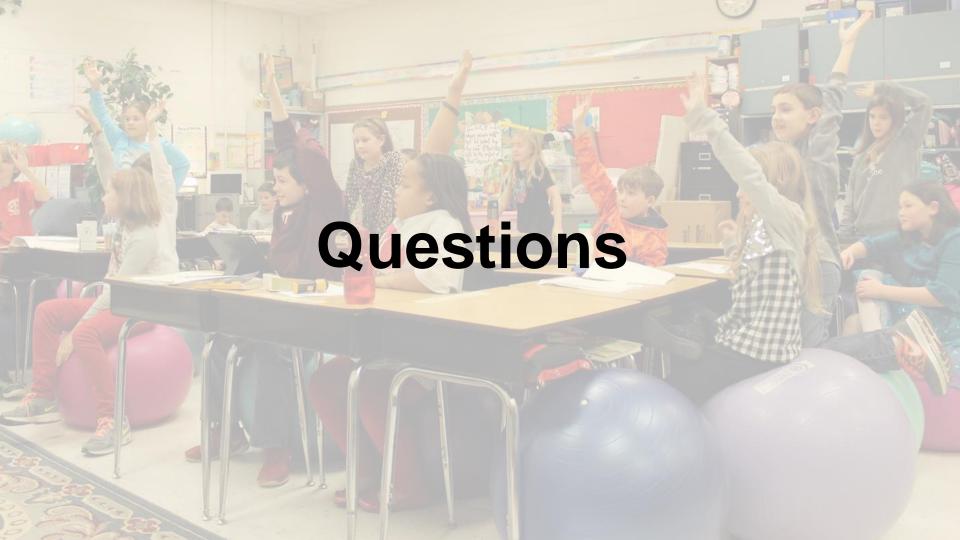
Allows time for repair while assessing

Incorporates students' interests



Ideas for Products

Technology Based	Blend	Old School
-newscast -instructional video -claymation, stop motion -labeled diagrams (beginner level) -flipped classroom (students actually teach lessons) -Scratch, coding -virtual gallery -digital portfolio -Explain Everything, ebooks, sticker board, 30 hands, sketchbook, Stop Motion etcvideos & trailers -podcast (series) -build website/blog/wiki -newspaper -animated video -QR hunt - 3D model	-game creation (video or physical) -music composition -art -models -simulation -writing (script) -comics -newspaper -labeled diagrams (beginner level) -make and sell a product (commercial)	-3D model -mindmap -fashion show (tacky - persuasive writing) -inventions -experiments -wax museum, statues -art gallery -engineering project (ISTEAM) -debate -community service, fundraisers, etcplan -live performance -board games -faires -plays -message in a bottle



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